

A 2 day immersive digital festival at the intersection of

LIVE THEATRE

and

EXTENDED REALITY

Join us for world-premiere VR commissions, behind-the-scenes exhibitions, and conversations feature the most adventurous voices of this burgeoning field!

November 19–20

WORLD-PREMIERE VR COMMISSIONS

Anakwad, an Anishinaabe tale retold in an indigiqueer dreamscape.

Ty Defoe, Dov Heichemer, alpha_rats

Ordinary Gesture, a Virtual Reality Theatrical experience that surrealizes the experience of empathy.

Raja Feather Kelly, Illya Szilak, Cyril Tsiboulski, Christoph Mateka

Guardian of the Night, a virtual reality experience that immerses the viewer in a forest, where they're guided by spiritual guardians from West African mythology.

Dede Ayite, Michael Joseph McQuilken, Joel "Kachi" Benson

O-DOGG: An Angeleno Take on Othello, an immersive volumetric VR experience performed by Black Thought (Tariq Trotter) of The Roots

Shariffa Ali, Brisa Areli Muñoz, Alex Alpharaoh, Sagar Patel

CONVERSATIONS



Roxane Gay, Plenary Speaker

Panel Discussions

Authoring the Future of Theatre
@OSF & Royal Shakespeare Company
Theatre & XR Trailblazers
Creator's Forum with Artists of VR Commissions

Immersive Social Events

Virtual Networking at the Intersection of Performance & XR
VR Mingles with Artists

Guided Tours (VR & Live-Streamed)

BEHIND-THE-SCENE EXHIBITIONS

Laila, an interactive work that invites the audience to shape reality and future of an extraordinary new opera diva together with artificial intelligence.

Esa-Pekka Salonen, Paula Vesala, Tuomas Norvio and the Ekho Collective for the Finnish National Opera

Dazzle, a multisensory live performance & exhibition that re-imagines the 1919 Dazzle Ball.

Gibson/Martelli + Peut Porter

Finding Pandora X, an immersive theatrical VR experience where the audience plays the Greek Chorus.

Double Eye Studios

POV: Points of View, a hyper-digital sci-fi virtual reality series immersed in a near future Los Angeles.

GRX Immersive Labs

Cosmos Within Us, a story-telling experiment exploring the connection between memory and the senses, in which an interactor wearing a headset drives the show.

Sartore Studio